LEGENDS OF WRESTLING™

TEEN
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CONTENT RATED BY ESRB

Acclaim®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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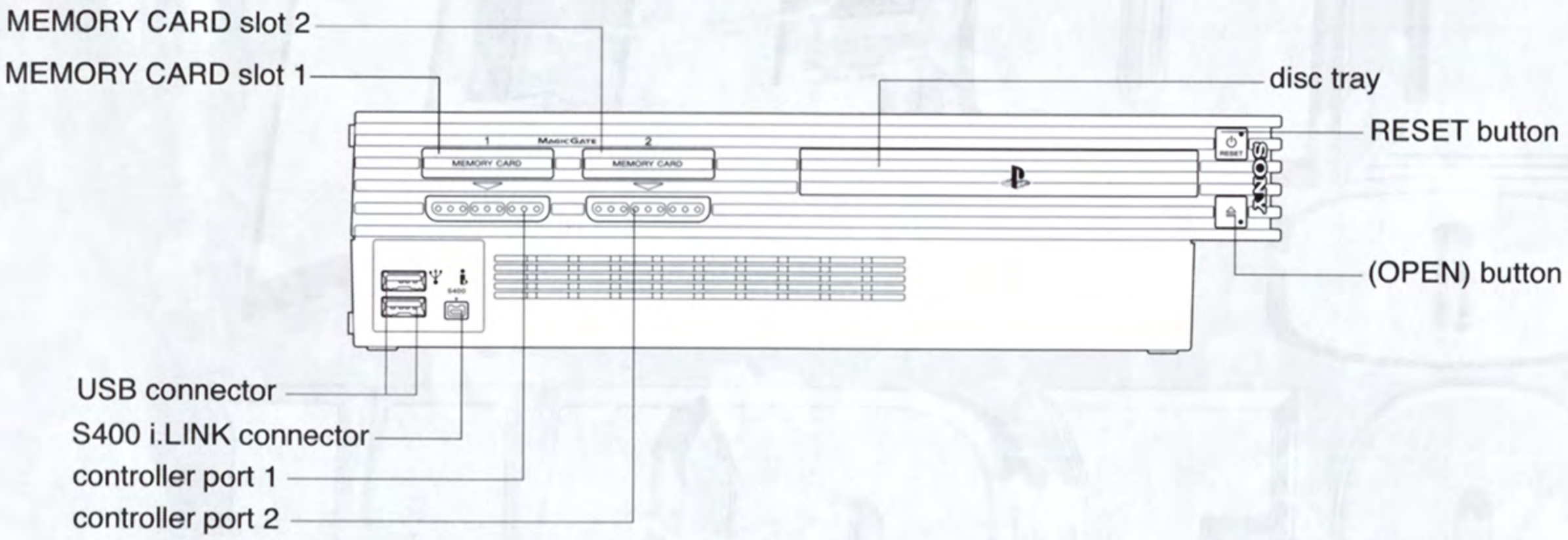
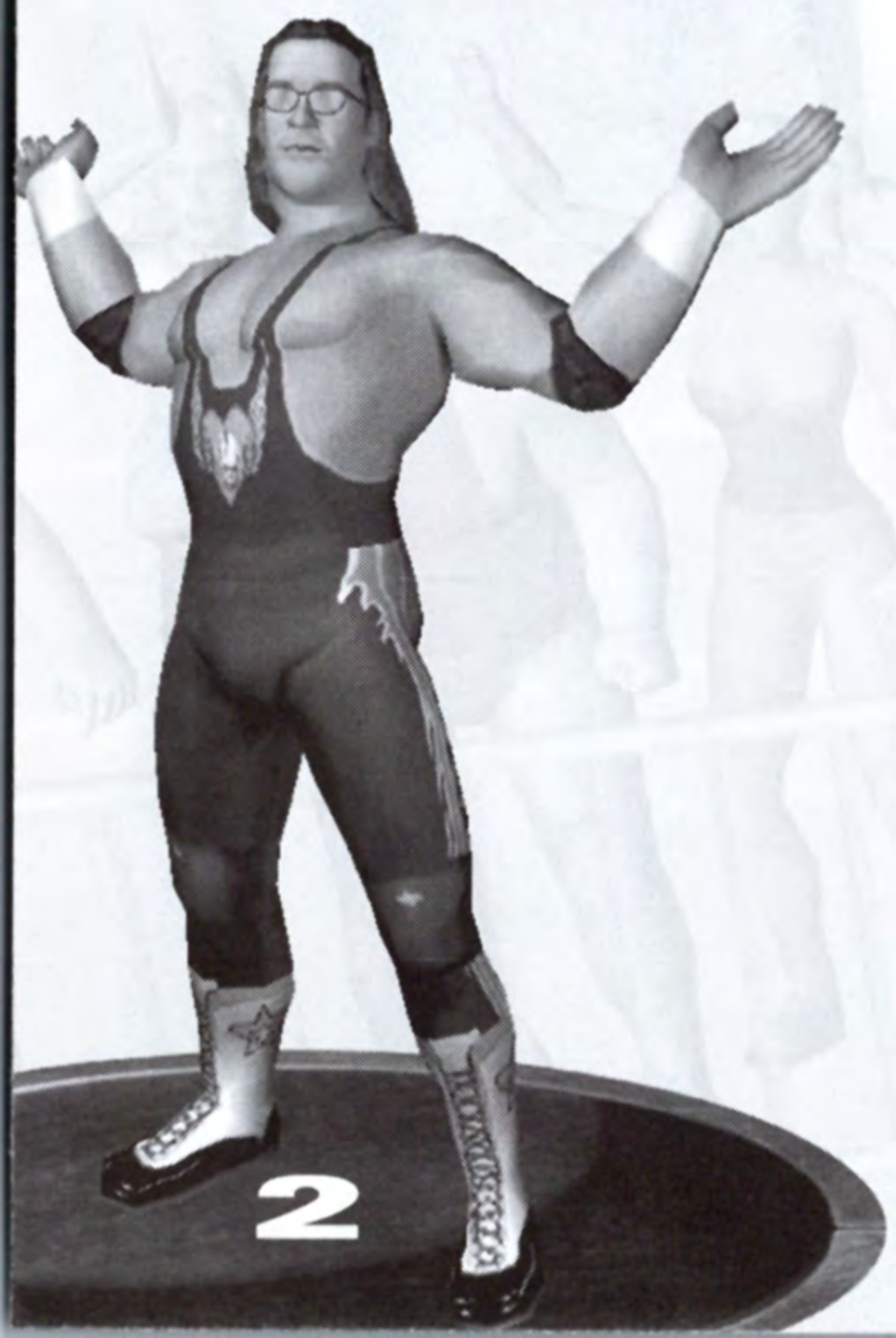
Getting Started



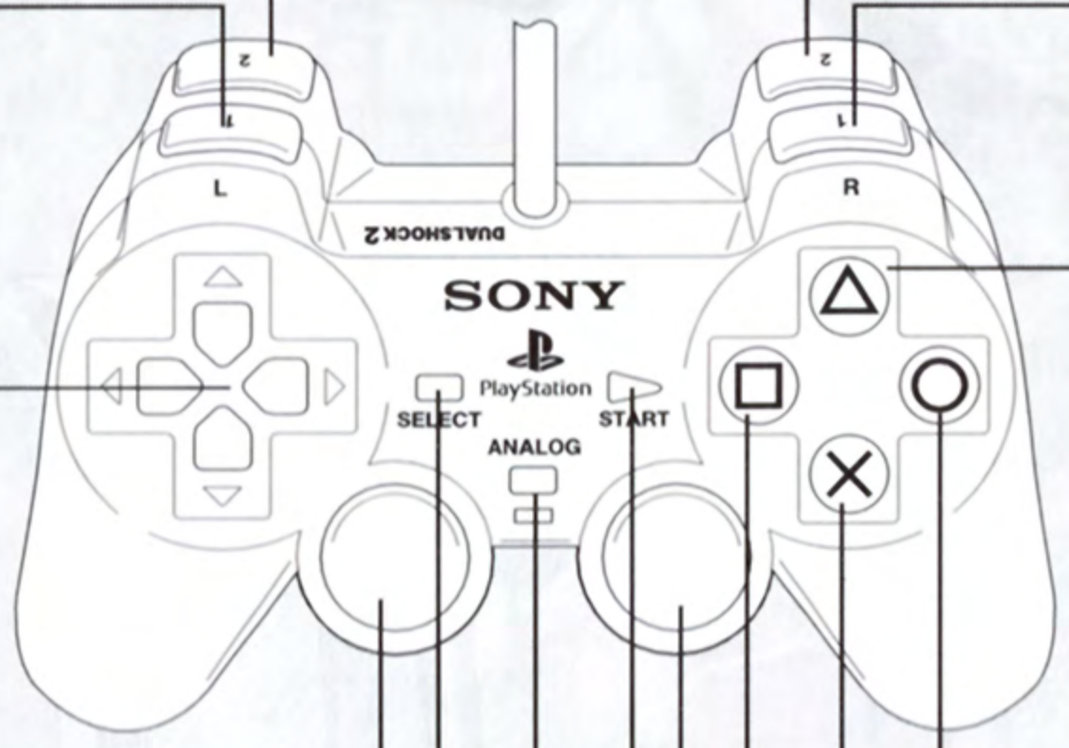
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the LEGENDS OF WRESTLING™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

If you wish to save your game, insert a Memory Card (8MB) (for PlayStation®2) (sold separately) into MEMORY CARD slot 1.



Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



L2 button
L1 button
R2 button
R1 button
directional buttons
△ button
○ button
× button
□ button
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)

LEGENDS OF WRESTLING™ supports up to 5 players. In order to play with 5 players, you must connect a Multitap (for PlayStation®2) (sold separately) to controller port 1.

INTRODUCTION

Their skills and ring feats are the stuff of legend: Hulk Hogan, Captain Lou Albano, King Kong Bundy, Bret "Hitman" Hart, Cowboy Bob Orton. These are just a few of the Legends of Wrestling, the greatest talents who ever ruled the ring. From brutal single matches to old-school tag team contests, there are lots of ways to wrestle. You can thump around in Exhibition matches, take on a Tournament of exhausting exchanges, or go for the full-throat of an entire Career season of matches. There are plenty of special moves, signature moves and just plain nasty tricks to keep the action intense and entertaining.

And even though Legends of Wrestling boasts the most amazing roster of ring talent ever, it won't be complete until you add to it in Create A Legend mode, where you can cobble your own clobbering colossus together, then bring him into the action to test the greats.

So what are you waiting for? Dive in, the canvas is fine!

Menu Navigation

⊗ button	Accept/Advance
△ button	Back
Directional button	Move cursor/highlight
Left analog stick	Move cursor/highlight

MAIN MENU

Press the **START** button at the title screen. You will advance to the Main Menu, where you have these selections:

Exhibition Play a variety of single and tag team matches against the computer or another player.

Career Choose a wrestler and guide him through an entire season of stomping.

Create Create your own legend and bring him or her into any mode.

Tournament Enter a Vs., Tag Team or Tag Belt Tournament with up to six players.

Options Adjust option settings and access your memory card to load and save game data.

BASIC CONTROLS

Wrestling is all about sizing up the situation and taking advantage of the moment. Check out these situations and learn what you need to know for each one. Of course, we're only giving you the basics. There's a ton of moves and tactics to discover yourself!

STRIKES

There are three levels of strikes: weak, medium and strong. Generally, these are moves made from the ready position, and use the directional button plus the ▣ button. All wrestlers can perform all three strikes.

▣ button =
Weak Strike

⬅ or ➡ Directional button + ▣ button =
Medium Strike

⬆ or ⬇ Directional button + ▣ button =
Strong Strike

ATTACKS

There are three possible levels of attack: 1, 2 and 3. Every wrestler can perform Attack 1, but a wrestler's style determines whether or not he can perform Attack 2 and/or Attack 3. There are also Behind Attacks, Bent Over Attacks and Behind Bent Over Attacks. Ouch! Attacks are generally performed from the ready position using the △ button.

△ button = Attack 1

← or → Directional button + △ button = Attack 2

↑ or ↓ Directional button + △ button = Attack 3

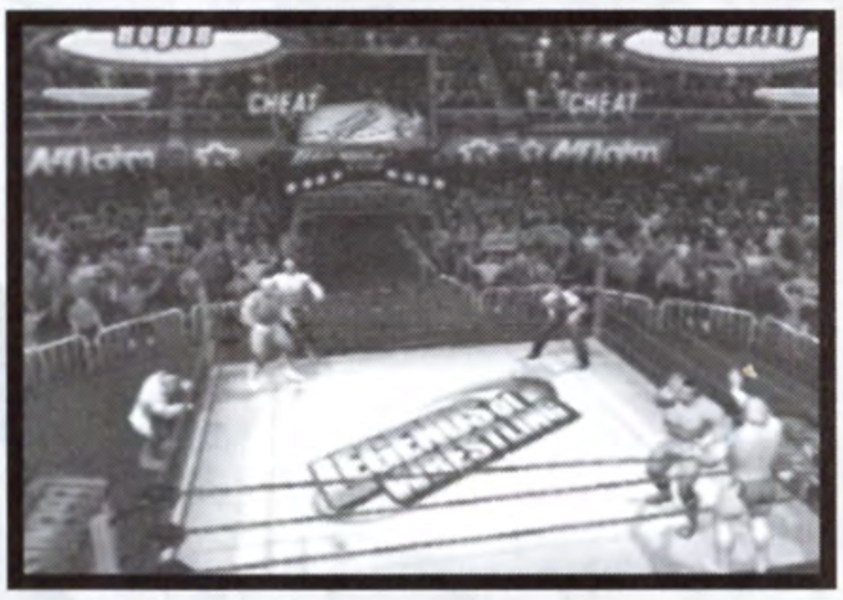
In The Ring

Calls for a Tag Team Partner to Cheat/ Manager Distraction/ and Call Teammate for a 2on1 move

Taunt/Perform a Finisher (correct situation) when the Finisher Meter is full

Tagging

Get next to your teammate, then press the directional button towards him and press the ⊗ button to tag. The current wrestler will exit the ring and the tagged wrestler will enter.



From the Tie up

Your most devastating moves occur when you have your opponent "tied up" in a grapple. Unless he can escape, he is vulnerable to a host of killer attacks:

Situations from a Behind Tie-up

How can you get out of a tie-up?

L2 Break Tie-up

R2 Toss Opponent

Intermediate Start Position (ISP)

When grappling with an opponent (Tie-up, Behind Tie-up), press one of your 4 face buttons (From Tie-up):

△ button = Vertical Suplex ISP

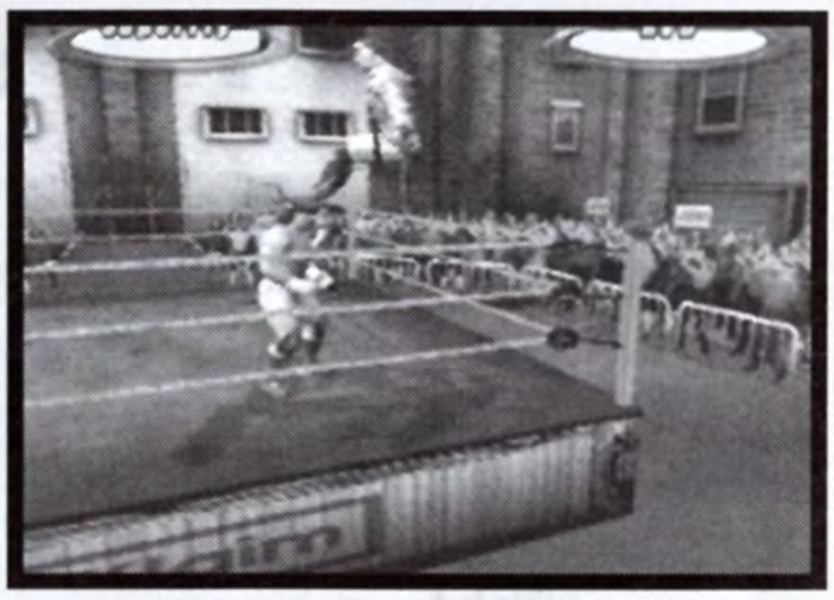
□ button = Scoop Slam ISP

○ button = Head Between Legs ISP

✕ button = Belly to Belly ISP

If you do not hit another button, you will then do your default move. If you have more than one move from the ISP and you press the △ button, you'll do your second move. If you have three or four moves, pressing the ○ button will do your third move and pressing the ✕ button will do your 4th. This is true for all ISPs (Holding Legs, Mount, Choke, Corner In, all Behind Tie-up ISPs) in the game. You can also check your move set in Create A Legend to see and assign moves per button press in each situation.

From the Turnbuckle



Climb a turnbuckle and launch a punishing maneuver from the air. The damage will depend on whether your opponent is already dizzy or not. Happy landings!

Press the directional button towards the turnbuckle plus the □, △ or ○ button to deliver an unwelcome aerial assault. Press the L2 button to cancel the aerial move and climb down from the turnbuckle. **Note: Only certain wrestlers can perform turnbuckle moves.**

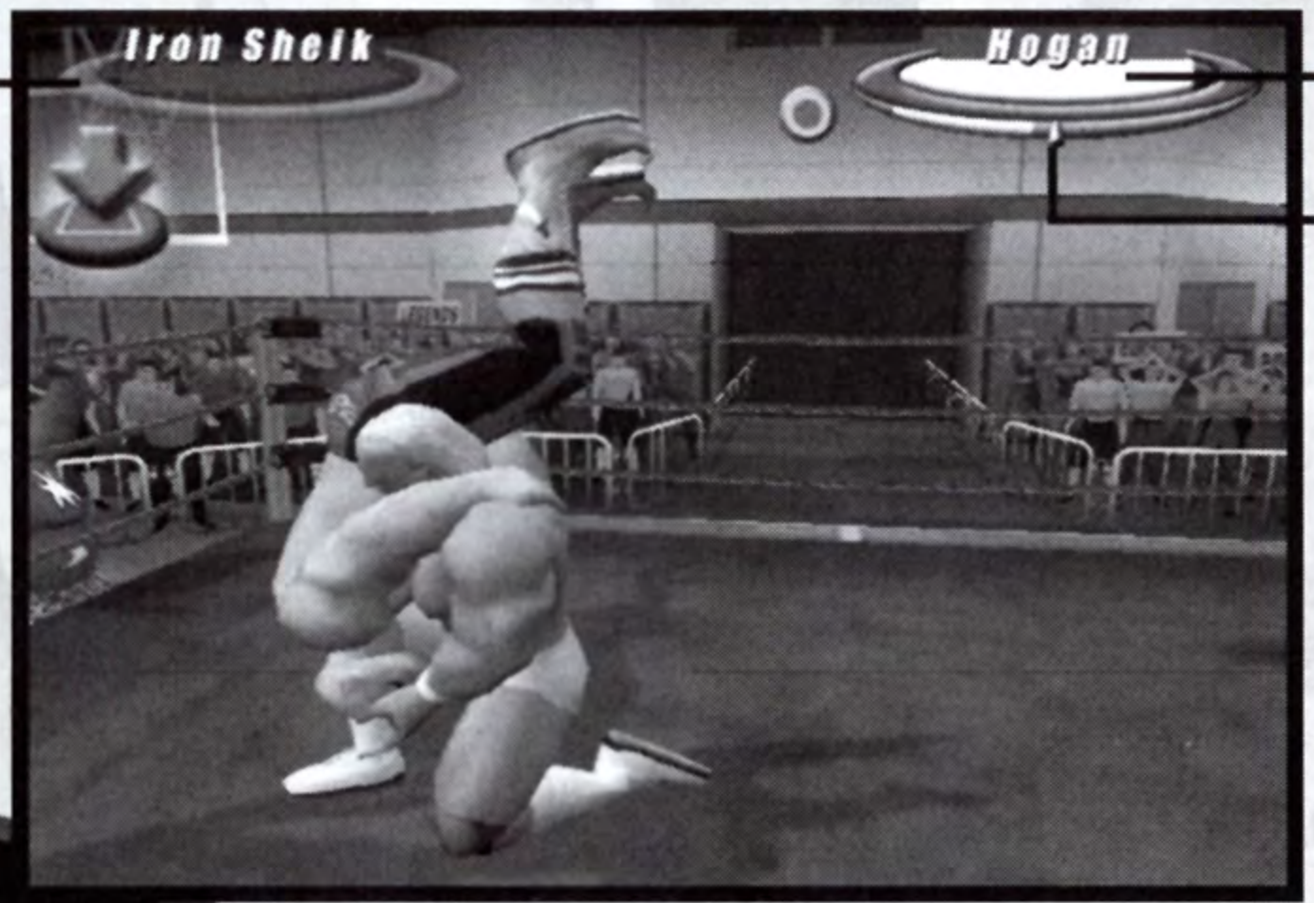
Outside The Ring

The match may start inside the ring, but plenty of action takes place on the ring apron and outside the ring. Press the R2 button to climb over the ropes. Press the directional buttons and the R2 button to climb to the floor or climb back into the ring.

Weapons and Objects

Press the L1 button to pick up a handy object or weapon. Imagine the impact it might have when you lower it on your opponent's bloated form!

GAME DISPLAY



FINISHER METER

HEALTH METER

COMBO/ REVERSAL METER

Meters

Health Meter As you take damage, your health meter dwindles. The lower it gets, the easier you are to pin.

Combo/Reversal Meter

Use this meter to time your combos and reversals.

Finisher Meter When this meter is full and flashing, and you have your opponent in the proper situation, you can perform your Finishing Move. You may perform your finisher by flipping the right analog stick.

GAME MODES & MATCH TYPES

EXHIBITION

An exhibition match is a single bout. There are two main styles of Exhibition match, the VS. and Tag Team. In all cases, you choose your match type, assign your controllers, then select which wrestler you wish to control and where the match will take place.

Vs. Matches

There are lots of ways to wrestle in Vs. mode. Let's take a look.

VS match

This is a regular one-on-one match between you and either a human or computer controlled opponent. The first one to pin his opponent is the winner.

3 Way Dance

Ditch those espadrilles and get ready for a vicious three way battle as three wrestlers enter the ring, and only one emerges as the winner.

4 Way Dance

Turn up the mayhem with near-riot free for all among four grappler, each one out for himself. The last one standing is the winner. Will it be you?

Tag Team Match

Tag a partner to come in and help with the harming. Tag Team is a standard two-on-two tag team match.

CAREER

In Career, you guide a solo wrestler through an entire season worth of matches, trying to get that coveted belt. You can even import a Created Legend if you like.

To begin, you select your wrestler. Next, you'll select the region where you want to begin. What difference does it make where you start? Couldn't tell you, but everybody starts out somewhere.

Next you will see the matchup for the next scheduled event. Climb in the ring and show what you've got. If it's the goods, you'll continue on to the next match, facing tougher opponents and contests until eventually you are fighting for the championship belt.

TOURNAMENT

You can choose to play a tournament in Versus, Tag Team or Tag Belt mode. The tournament is a short round robin style contest where wrestlers battle until eliminated from competition, leaving only the best to compete for the ultimate prize. First, choose how many players (from two to six) will compete. Then choose how many rounds of competition (from one to three) your wrestlers will face. Next, select your wrestlers, then get down to some ugliness and may the best grappler win.

Match Selection

Press the **directional button** to select a match, then press the ⊗ **button** to accept the match. If you choose to have a CPU vs CPU tournament, you can then opt to watch, simulate or cancel any match. Highlight your choice and press the ⊗ **button**.

If playing with a human against a CPU player, once the match is selected, simply select Start Game to begin. In a human vs. human match, you'll first need to assign controllers.

CREATE A LEGEND

Nothing is quite as satisfying as building your own custom goon and seeing him or her gain confidence and a reputation for winning, and you can do just that. There's so much to tell here and the pay is so unconvincing, I can't begin to describe all the things you can do! You'll get to assign moves sets, profiles and have total control over your legend's look. And that's just the beginning.

Creating a Legend

At the first Create Legend menu, you choose Create Legend (start a new wrestler) or Edit Legend (make changes to created wrestler you've already saved). If you choose Create Legend, a submenu will appear where you can assign a gender to your critter. Next, whether you are editing a legend or creating a new one, it's on to the meat, the Main Create Menu.

Main Create Menu

The main create menu features a selection window to the left, a toolbar at the top , a view window in the middle and a car in the garage.

Appearance

The appearance screen lets you give your legend all manner of preposterous looks.

The menu gives you these listed items.

Body Type: Fat or thin or in between, the choice is yours.

Head: Everybody's got one.

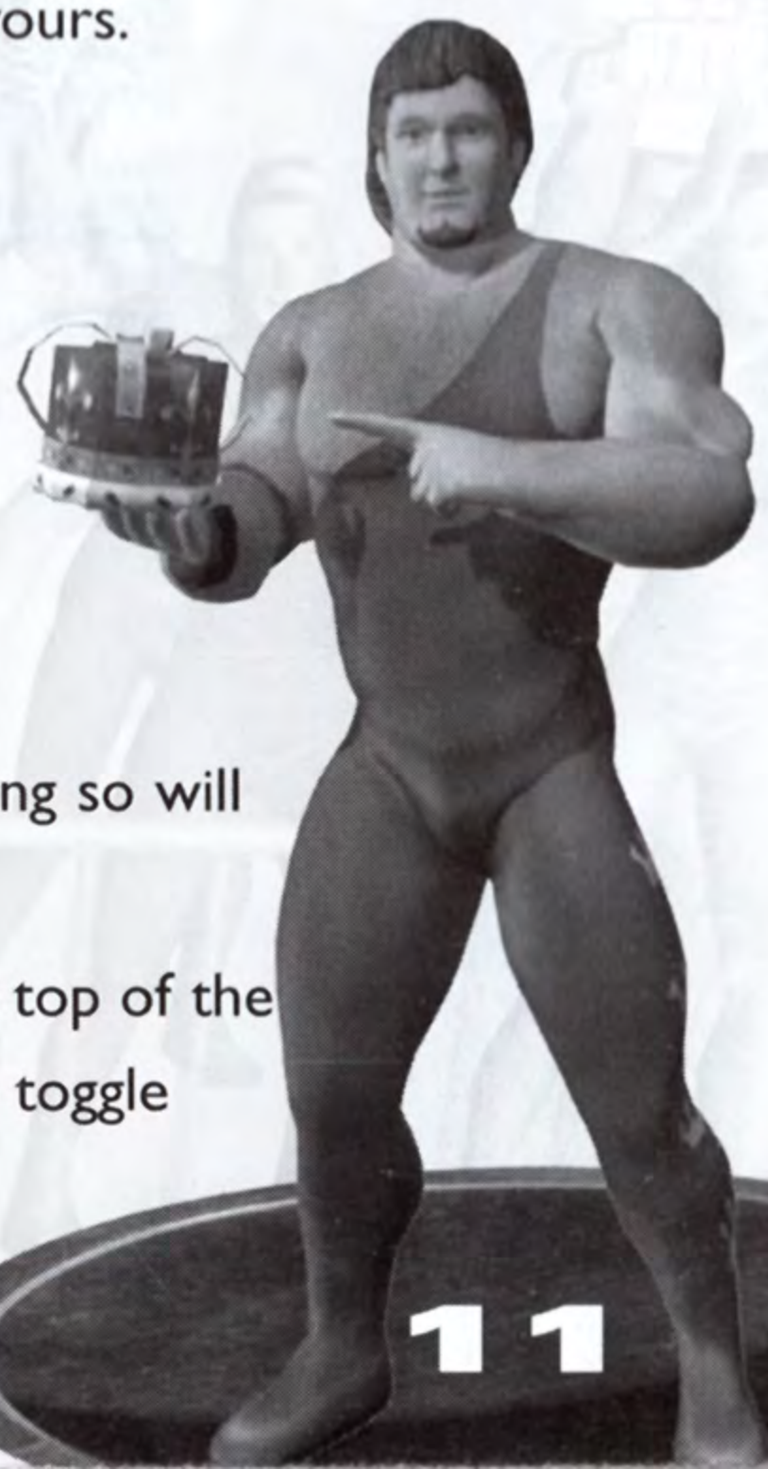
Upper Body: Select an upper body part and go wild.

Lower Body: Select a lower part and get those panties ready.

Entrance Gear: Make a spectacular entrance with an eye-catching ensemble.

Reset: Reset to the default create creature. Doing so will erase any changes.

Once you select an item from the list, a toolbar appears at the top of the screen with three toolsets. Press the **R1** or **L1** **button** to toggle through them.



Style Sure, Martha Stewart has it, and now so do you! You'll never be left sobbing in shame at the counter again. The Style function lets you select from any of dozens of looks and apply them shamelessly without regard for taste or fashion. Nice shirt, dude!

Design The Design function deals with "stencils" (tattoos, logos and patterns), which you can apply as tattoos on skin, logos on clothing or patterns just about anyplace. You can create a new stencil, load a pre-made stencil, or alter any stencil on your memory card. All the rude, crude things you've always wanted on a wrestler are now at your command. You select basic shapes, then use the brush, eraser or bucket tools to work your mutant magic on them.

Modify The Modify function lets you change the look of hair or skin, and to change the actual geometry of your puppet. Only certain body areas are subject to geometric tweaking. Simply select SIZE from the toolbar, then move the slider towards Grow or Shrink as you desire and let the magic of computers transform your beauty to your exacting standards.

Color The Color function allows you to choose the perfect color for the selected item or area and get clowntime. There are 10 lovely shades to choose from!

Profile

A profile isn't just how your geek looks sideways. You also get to assign these elements:

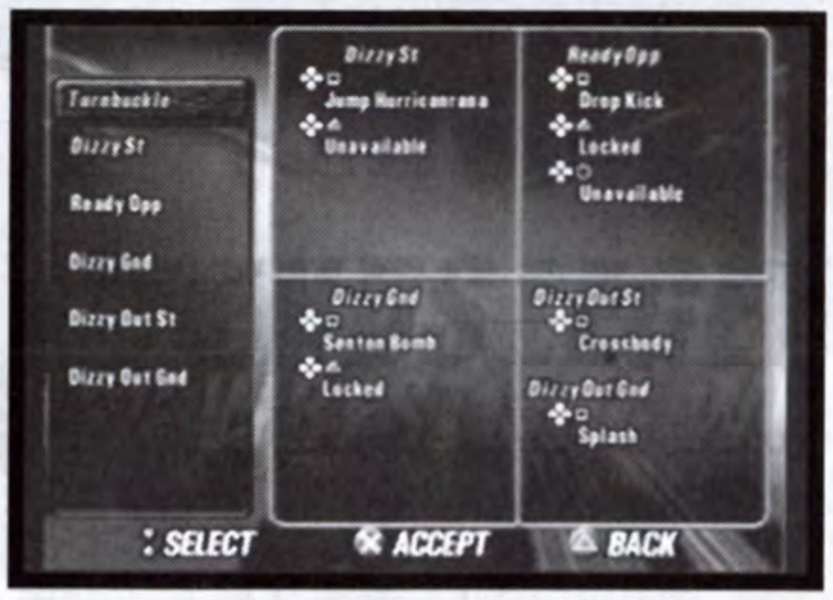
Name: Give your legend a moniker worthy of renown!

Crowd reaction: Is your legend Loved or Hated by the audience? You decide.

Entrance Music: I'd go for "Send in the Clowns", but I don't think it's included. But there are so many great themes to choose from I don't think you'll miss that one.

Managers: You know, the guys who take 15% off the top and give you questionable advice? You can't get to the big time without one. Luckily, you can have up to four! Managers help you by their utterly unscrupulous behavior during matches.

Move Set



Your legend's move set determines what your wrestler can do in any of several situations, and ultimately decides how successful a grappler you've built. You get to assign a custom set of moves. You can select a new move set, load in a move set from any previously saved created legend on your memory card, and view the legend list to see the moves of all the legends in the game.

New Move Set

Once you choose New Move Set, you'll need to choose a fighting style: Is your creation a High Flyer? Scientific? A Grappler? Maybe an All Around Wrestler? YOU choose, then select from a range of moves that fit that style. Moves are broken down into situational categories. It's your happy task to choose what move your battler will attempt when you press a certain button in a certain situation. For example, from the ready position, your strong move choice might be a Fireman's Carry, done by pressing ⬆ or ⬇ + △. There are more categories and situations than I could describe if I lived another month, which isn't likely, so look for yourself and you'll soon master all you need know.

Edit

Enter Edit mode to assign different controls to the default move set or to a saved move set you have loaded from your memory card.

Legend List

Hulk Hogan
Bret "Hitman" Hart
Jimmy "Superfly" Snuka
Jerry "The King" Lawler
The Road Warriors
Rob Van Dam
Jimmy Hart
Captain Lou Albano
Tony Atlas
King Kong Bundy
Ted DiBiase
Kevin Von Erich
Fritz Von Erich
Kerry Von Erich
David Von Erich
Michael Von Erich
The Rock-N-Roll Express
Dory Funk, Jr.
Terry Funk
Mr. Fuji
One Man Gang
"Hot Stuff" Eddie Gilbert
"Superstar" Billy Graham
Dynamite Kid
Ivan Koloff
Rick Martel
Don Muraco
Cowboy Bob Orton
Brian Pillman
Ivan Putzki
Harley Race
Sabu
Tito Santana
Iron Sheik
The Sheik
Ricky "The Dragon" Steamboat
George "The Animal" Steele
Greg "The Hammer" Valentine
Nikolai Volkoff
Koko B. Ware

Set your creation's attributes and abilities so they can be all they can be!

Attributes

You are given points to increase these even higher as you go through the career. Each has a range of 0-5.

Strength: Increases the amount of damage you can do.

Recovery: Increases how quickly you come out of stuns and recover from moves.

Mat Skills: Increases the ease of comboing and reversing moves.

Toughness: Decreases the amount of damage you receive.

Speed: Increases actual movement speed.

Charisma: Increases how quickly the crowd reacts to you. Having the crowd behind you gives a slight increase to all attributes for a limited time.

Abilities

Each time you pull off a move you have some ability in, the move will do additional damage. Some abilities have added bonuses as well. Each has a range of 0-3.

Brawling: Striking Moves.

Technical: Submission Moves (also increases how easily you can pull off a submission or escape from one).

High Risk: High Risk Moves (Turnbuckle, Planchas, etc).

Ground Fighting: Ground Moves.

Pinning: Pinning moves (also increases how easily you can pull off a pin or escape from one).

Corner: Corner moves.

Grappling: Front and Behind Tie-up moves.

Hardcore: Anything involving weapons or other foreign objects.

Cheating: Certain illegal moves (also increases how often managers and partners can cheat).

Charging: Running attacks.

Size: Adjust the Height and Weight of your wrestler to give your idol ideal proportions.

Memory Card

It's not much use putting all that effort into your legend just to have it disappear when you turn off the power, is it? Access the memory card to save your created legend, delete a saved item or load a previously saved legend.

Note: You can save up to 15 wrestlers per memory card. This number total includes any featured wrestler that has been changed in any way, created wrestlers, and the wrestler you use during a career (the career and wrestler data are saved together).

OPTIONS

The utilities menu allows you to adjust game options and to access your memory card to save and load game data such as career and tournament progress and created legends.

Save — Save your current progress or a created legend.

Load — Load previously saved game data.

Credits — View game production credits.

Difficulty — Set the skill level to Jobber (easy), Mid Card (medium), or Legend (hard) settings.

Blood — Play with disturbing displays of blood ON or OFF

Managers — Choose to have a manager present (ON) or not (OFF).

Entrances — Elect to have wrestlers make an entrance (ON) or not (OFF).

Vibration — Choose to play with ultra-sexy vibration effect ON or OFF.

TKO — If ON you can win by lowering your opponent's energy to nothing. When set OFF, you must win by submission or pin.

Adjust the various volume levels by moving the slider left (softer) or right (louder).

Speech

Sound FX

Music

Stereo/Mono — Select Stereo or Mono sound output.

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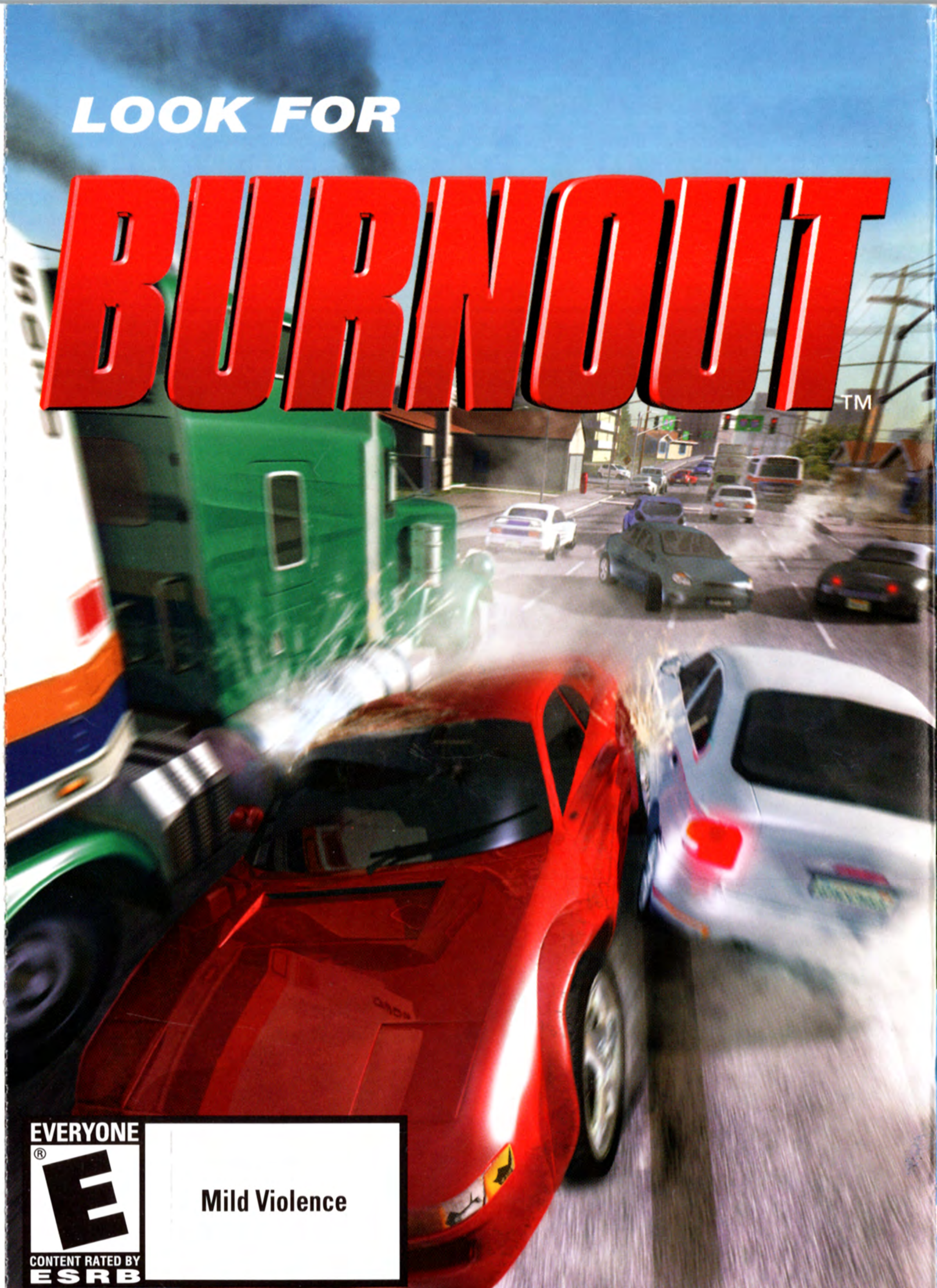

EVERYONE

CONTENT RATED BY ESRB

Mild Violence

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